



4-H Clothing Construction STEAM Unit 2 Project Judging Sheet

American System Placing: (Check One)

Champion _____

Reserve Champion _____

Placing 3-10 _____

Grand Champion _____

Reserve Grand Champion _____

Danish System Award: (Check One)
(For County Use Only)

Blue _____

Red _____

White _____

Member Name: _____

County: _____

Jr. _____ Int. _____ Sr. _____

Exhibit: Completed e-Record presented in a sturdy binder/notebook. Article or garment illustrating the skills learned in STEAM Clothing Unit 2. Exhibits must use any woven or knit fabric appropriate to the garment's design and should demonstrate sewing skills beyond STEAM Clothing Unit 1. The exhibit **MUST INCLUDE** one or more of the following techniques: set-in sleeves, zippers, collars, cuffs and button holes. Judges may use the back of the form for more comments.

Judging Element 1: 4-H e-Record: Complete means that everything has been filled out. Not complete means that there is something missing and needs a comment as to what is missing or why it is not complete. Project will be evaluated on the quality of information completed in e-record (25 percent) and quality of exhibit (75 percent).

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
4-H Projects taking this year			
What activities helped you learn the skills for this project? (workshops, project meetings, classes, contest, etc.)			
What leadership development experiences did you participate in?			
Citizenship/Community Service			
Demonstrations/Presentations/Speeches			
Expense Record			
Project Photos			
Story			

Clothing Construction Information			
Articles or garments made			
Fiber content of each garment or article made			
Care of exhibit garment or article made			

Criteria	E	G	F	N/I	Comments
Judging Element 2: 4-H Clothing Construction STEAM Unit 2 N/I = Needs Improvement - must have comments					
General appearance---pressed and clean, appropriate grainline, attention to detail					
Selection of pattern and fabric					
Design choice					
Seam finishes (Note: Any selvage finish is acceptable)					
Seam Stitching: straight, even, stitch length, tension					
Topstitching					
Evidence of pressing as you go					
Bias					
Darts, pleats, tucks, gathers					
Collar					
Facing and interfacings					
Sleeves					
Zipper					
Waistline and treatments					
Fasteners and buttons					
Pockets					
Hems					